



*Applicants who applied for a mule deer buck license in 2006 accounted for 49 percent of those with four or more bonus points.*

# DRAWING F

By Jerry Gulke

A couple of things about the system by which the North Dakota Game and Fish Department awards deer, pronghorn and turkey licenses to hunters.

First, results of the drawings are highly anticipated within the hunting ranks. Second, how the bonus point system works might still be confusing to some, despite being implemented nearly 15 years ago.

Here is a refresher.

If you are unsuccessful in drawing your first license choice, and you apply again within the next two years, you receive a bonus point. You do not have to apply in the same unit, or for the same deer type, to qualify for a bonus point. You get an additional bonus point each year you apply and do not receive your first license choice, and have applied in the first drawing at least once in the last two years.

You receive additional chances to be drawn for each bonus point accumulated. For points one through three, you are entered in the drawing two times the number of points you have. For instance, if you have two points you would get four additional chances to be drawn, compared to the person who got his first choice the previous year. If you're both competing for the same license, you have five chances, he or she has one.

When you have accumulated four or more points, the number of additional chances you have at being drawn is determined by cubing your bonus points. So, when you have four

points, you will be in the drawing 64 additional times, 125 times if you have five points, and so on. Bonus points are accumulated as long as you do not draw your first license choice, and apply in the first drawing at least every other year. You do not accumulate bonus points in years you do not apply.

Each lottery drawing is still random, but the more bonus points you have, the better your odds of being drawn. When you receive your first license choice, you lose your bonus points and start over. Bonus points can only be earned, or used, in the first drawing for each species in each year.

If you apply in a party, the number of bonus points you have in the drawing is equal to the party member with the lowest number of points. You do not lose your points; you just can't use them when applying in a party with someone who has fewer points. If you are not successful in drawing your first license choice, you retain all your points the following year.

A party application has only one chance to be drawn regardless of the number of applicants in the party. However, when a party is drawn, all party members get a license. So, if you and I apply in a party for buck licenses in unit 3A4 as our first unit/first choice, and you apply for a doe license as your first unit/second choice, but I do not and we don't get our first choice, you will not get your second choice even though there were doe licenses available. The reason is: I did not have a

# FOR DEER

second choice, so all party members could not be issued a license, therefore no one in the party gets one. Hunters may want to consider applying individually in a situation like this, or apply in parties where everyone has a similar set of choices.

The license lottery consists of four separate drawings, one for each choice on the application. First, we hold a drawing for the first unit/first deer choice. When those have been issued, we draw for the first unit/second deer choice, then the second unit/first deer choice, and finally the second unit/second deer choice.

Youth licenses, which allow the harvest of a mule deer buck, are limited to 10 percent of the mule deer buck licenses available in the general lottery in units 4A-4F, 3B1 and 3B2. Those lucky enough to draw one of these licenses have to hunt in the unit printed on the license. Applicants who do not receive a mule deer buck license are automatically issued a regular youth license. Youth applicants who did not receive their first choice in 2006 will have a bonus point when they apply in the regular deer lottery in 2007. These licenses are not included in Table 1 because they have no effect on the other license types and the applicants cannot apply for them again.

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## 2006 Lottery Results

- 143,500 deer licenses, down from 145,500 in 2005.
- 3,400 mule deer buck licenses available, the same as 2005. Hunters who applied for these licenses declined from 9,626 in 2005 to 9,362 in 2006.
- 76,098 applicants for deer licenses (not including gratis, nonresident, youth or muzzleloader), down from 77,826 in 2005.
- 67,399 applicants applied for buck licenses as their first choice, but less than half of the 51,700 licenses available were buck licenses.
- With few exceptions, all buck licenses were issued in the first unit/first choice drawing.
- Applicants could have had as many as 14 bonus points, but the highest number of points for any individual in the 2006 drawing was seven. There were applicants who had more than seven bonus points, but they applied in a party with someone who had fewer points.
- 984 applicants had four or more bonus points, and 940 drew their first license choice.
- Applicants who applied for a mule deer buck license accounted for 49 percent of applicants with four or more bonus points.
- A muzzleloader buck license was the most difficult to draw, with more than seven times more applicants than licenses. A mule deer buck license in Unit 4C was second, with more than five times as many applicants as licenses.
- The number of pronghorn licenses available in 2006 declined. In 2005, 9,564 people applied for 5,715 licenses, compared to 9,154 applicants and 3,815 licenses in 2006.
- 6,425 spring turkey licenses were available in 2006, while 6,165 were available in 2005. The number of applicants in both years was about the same.

Percent of applicants who received their first choice of license in the 2006 deer drawing.

LICENSE TYPE	POINTS								OVERALL		LICENSE TYPE	POINTS								OVERALL
	0	1	2	3	4	5	6	7				0	1	2	3	4	5	6	7	
1 A Any Buck	96.1	100	100						96.3		3C A Any Buck	5	24.3	28.3	33.3	100				17
1 B Any Doe	100	100							100		3C B Any Doe	91	66.7							89.3
2A A Any Buck	35.3	78.4	91.4	88.9	100				51.3		3C C WT Buck	69.8	94.3	94.4	100	100				74.2
2A B Any Doe	98.1	100	100						98.3		3C D WT Doe	96.4	100	100		100				96.7
2B A Any Buck	78.4	99.3	100			100			81		3D1A Any Buck	24.2	46.6	74.4	76.9	100	100			37.2
2B B Any Doe	99.3	100	100	100					99.3		3D1B Any Doe	98.2	100	100						98.5
2C A Any Buck	47.4	86.4	99	100			100		59.1		3D1C WT Buck	100	100	100						100
2C B Any Doe	98.9	100	100						99		3D1D WT Doe	100								100
2D A Any Buck	98.7	100	100						98.7		3D2A Any Buck	8.2	17.5	29.8	48.3	100				18.8
2D B Any Doe	100								100		3D2B Any Doe	96.2	91.7							95.6
2E A Any Buck	52.6	92.2	100	100					63.8		3D2C WT Buck	62.1	96.6	88.9	100	100				70.9
2E B Any Doe	96.1	100	100						96.5		3D2D WT Doe	100								100
2F1A Any Buck	100	100	100						100		3E1A Any Buck	9.1	26.9	40.8	46.9	100				21.8
2F1B Any Doe	100	100	100						100		3E1B Any Doe	90.3	60	100						88.5
2F2A Any Buck	47.7	85.6	96.8	100	100				58.8		3E1C WT Buck	65.7	95.6	100	100	100				72.6
2F2B Any Doe	97.7	100	100						97.8		3E1D WT Doe	100	100							100
2G A Any Buck	79.1	100	100						82.9		3E2A Any Buck	13.8	32.7	34.9	39.5	100	100	100		25.2
2G B Any Doe	98.8	100							98.8		3E2B Any Doe	92.5	100	100	100	100				93.5
2G1A Any Buck	64.4	94.9	100	100					71.4		3E2C WT Buck	97.5	100	100						98
2G1B Any Doe	98.7	100	100						98.8		3E2D WT Doe	94.1		100						94.4
2G2A Any Buck	87.6	99.3	100	100					88.6		3F1A Any Buck	13.6	26.8	40	47.1	100	100			23.6
2G2B Any Doe	98.3	100	100				100		98.4		3F1B Any Doe	97.4	100		100					97.7
2H A Any Buck	44.6	88.1	100	100	100				58.3		3F1C WT Buck	100	100	100						100
2H B Any Doe	98.2	91.7							97.8		3F1D WT Doe	100	100							100
2I A Any Buck	37.8	74.4	85.5	100					51.5		3F2A Any Buck	8.4	24.3	36.3	43.6	100	100			21.7
2I B Any Doe	95.7	100	100						96		3F2B Any Doe	97.1	100	100						97.4
2J1A Any Buck	9.2	22.1	34.1	42.4	100	100	100		21.1		3F2C WT Buck	97.5	96.6	100						97.5
2J1B Any Doe	99.2	94.1	100	100					98.6		3F2D WT Doe	100								100
2J2A Any Buck	83.9	98.9	100	100					85.5		4A C WT Buck	27	58.8	83.3	100	100				44.1
2J2B Any Doe	98	100			100				98		4A D WT Doe	100	100							100
2K1A Any Buck	16.8	45.2	64.8	93.1	100				33.3		4A E MD BUCK	11	25.5	38.3	43.8	100	100	100		25.3
2K1B Any Doe	94.3	87	100						93.6		4A F MD Doe	95	100	100						95.8
2K2A Any Buck	27	59.2	80.8	91.7	100	100			41.9		4A I	100								100
2K2B Any Doe	98.3	100	100						98.5		4B C WT Buck	94.3	96.4	100	100	100				95.3
2L A Any Buck	100	100	100	100					100		4B D WT Doe	66.7								50
2L B Any Doe	100								100		4B E MD BUCK	9.2	20.1	33.5	45.3	98.1	100	100		24.9
3A1A Any Buck	49.7	89.9	97.9	100					62.2		4B F MD Doe	92	83.3	66.7		100				90.1
3A1B Any Doe	96.5	100	100						96.8		4B I	89								89
3A2A Any Buck	52.7	89.2	100	100	100				60.3		4C C WT Buck	98.4	100	66.7			100			97.4
3A2B Any Doe	96.1	100							96.3		4C D WT Doe	75		100						80
3A3A Any Buck	22.2	51.2	76.1	68.8	100				35.3		4C E MD BUCK	3.8	7.9	15.3	25.1	92	100	100		19.1
3A3B Any Doe	97.5	96.8	100						97.5		4C F MD Doe	96.5	80	100						94.4
3A4A Any Buck	56.2	92.5	100	100	100				65.9		4C I	55.7	100							56.2
3A4B Any Doe	96.6	100	100						96.8		4D C WT Buck	96.8	92.3	100	100					96.4
3B1C WT Buck	23.1	53.1	78.2	77.8	100	100			38.5		4D D WT Doe	50								33.3
3B1D WT Doe	96.6	100							97		4D E MD BUCK	12.3	27.8	41.1	52.6	100	100	100		28.3
3B1E MD BUCK	35.2	68.8	78.1	77.8					51.3		4D F MD Doe	98.7	90							97.7
3B1F MD Doe	94	75	100						92.7		4D I	100	100							100
3B1I	100								100		4E C WT Buck	95.8	100	100	100					96.6
3B2C WT Buck	24.5	68.4	66.7	100					38.9		4E D WT Doe	100	100							100
3B2D WT Doe	97.1	100							97.4		4E E MD BUCK	21.2	57	76.8	76.9	100	100			41.4
3B2E MD BUCK	29.6	77.3	87.5	75					47.5		4E F MD Doe	97	100	100						97.5
3B2F MD Doe	100	100							100		4E I	100	100							100
3B2I	90.9								90.9		4F C WT Buck	100	100	100						100
3B3A Any Buck	6.6	21.6	47.4	34.3	100				19.5		4F D WT Doe	100								100
3B3B Any Doe	89.7	100		100					90.7		4F E MD BUCK	60	94.7	100	100					71.2
3B3C WT Buck	99.8	100	100	100					99.9		4F F MD Doe	100	100	100						100
3B3D WT Doe	100	100	100						100		4F I	100								100
											MUZZC WT Buck	4	12.3	18.3	27.2	92.8	100			14.5
											MUZZD WT Doe	100	100	100	100	100				100

Percent of applicants who received their first choice of license in the 2006 Pronghorn drawing.

LICENSE TYPE		POINTS									OVERALL
		0	1	2	3	4	5	6	7	8	
01AA	Any Pronghorn	0.5	2.7	6.7	7.4	49.2	87	100	100	100	8.1
01AD	Doe/kid	93.1	100			100					93.8
01DA	Any Pronghorn	1.4	6.2	5.2	7.6	63	77.3	100	100		10.3
01DD	Doe/kid	100	100		100						100
02AA	Any Pronghorn	0.6	8.2	10	18.8	88.9					11.8
02AD	Doe/kid	90	100								91.7
02BA	Any Pronghorn	11.1	7.8	5.6	42.1	80	100				17.1
03AA	Any Pronghorn	4.9	3.1	30.4	33.3						11.5
03BA	Any Pronghorn	1.3	2.3	6.5	3.3	55.2	80				7.8
03BD	Doe/kid	95.7	100	100							96.4
04AAE	Any Prng Early	17.1	15.8	33.3	18.8	98.4	100				20.6
04AAL	Any Prng Late	17.1	53.8	79	89.3	100	100				40.8
04ADE	Doe/kid Early	8.2	100	100							98.5
04ADL	Doe/kid Late	100	100		100						100
04CA	Any Pronghorn	14.1	18.2	40	42.9	100	100				22.6
04CD	Doe/kid	71.4									71.4
05AA	Any Pronghorn	5.9	24.7	16.1	29.6	100		100			18.6
05AD	Doe/kid	100	100		100						100
06AA	Any Pronghorn	2.9	2.2	2.3	11.8	83.3	100	100			4.6
06AD	Doe/kid	90	100	100	100						94.1
07AA	Any Pronghorn	9.2	19.5	16.3	61.5	100					16.3
07AD	Doe/kid	100	100								100
08AA	Any Pronghorn	2.5	11	14	37	88.2	100				12.3
08AD	Doe/kid	100	100								100
09AA	Any Pronghorn	4.9	10.1	24.2	14.3	83.3	100				12.1
09AD	Doe/kid	100									100
09CA	Any Pronghorn		0.8		2.5	9.1	33.3				0.8
09CD	Doe/kid	88.9		100							90
10AA	Any Pronghorn	1	1.9			33.3	33.3				3.7
11AA	Any Pronghorn	1.5	10.1	23.4	26.7	94.7					12.3

*The license lottery consists of four separate drawings, one for each choice on the application.*

*First, we hold a drawing for the first unit/first deer choice.*

*When those have been issued, we draw for the first unit/second deer choice, then the second unit/first deer choice, and finally the second unit/second deer choice.*

Percent of applicants who received their first choice of license in the 2006 fall turkey drawing.

LICENSE TYPE	POINTS								OVERALL	
	0	1	2	3	4	5	6	7		8
02 F	87	100	100							90.6
03 F	100	100								100
04 F	100									100
06 F	100	100								100
10 F	100	100								100
13 F	100	100	100							100
15 F	100									100
17 F	100	100								100
18 F	100	100	100							100
19 F	100	100								100
25 F	100	100	100							100
27 F	100	100								100
30 F	100	100	100							100
31 F	100									100
34 F	100	100	100							100
37 F	14.2	34.6	33.3	50						22.6
40 F	100	100								100
41 F	87.7	100	100							89.1
44 F	100									100
45 F	100									100
47 F	47.8	76.9	100							54.8
50 F	2.1	27.8	42.1	100	100					16.6
51 F	100									100
70 F	56.8	91.9	100	100						63.3
98 F	100	100								100
99 F	100	100								100
R F	39.5	86.5	90.9	100						51

Percent of applicants who received their first choice of license in the 2006 spring turkey drawing.

LICENSE TYPE	POINTS								OVERALL
	0	1	2	3	4	5	6	7	
02 S	51.9	82.8	100	100					62.6
03 S	30.6	89.7	100	100					49.6
04 S	87.8	100							89.3
06 S	100	100							100
10 S	56	93.1	100						66.4
13 S	69.3	94.9							73.2
15 S	100	100	100						100
17 S	67.6	100	100						77.7
18 S	88.9	100	100	100					91.7
19 S	100	100		100					100
21 S	100								100
25 S	64.1	95	100	100	100				70.1
27 S	86.9	100	100						87.9
30 S	79.9	100	100			100			83.2
31 S	100	100							100
34 S	79.9	100	100	100					84.9
37 S	11.5	37.3	34.7	52	100				22.6
40 S	47.4	90.9	100	100					60.4
41 S	45.9	56.6	87	100					52.1
44 S	100	100							100
45 S	100	100							100
47 S	100	100							100
50 S	22.8	54.9	76.9	66.7	100	100			38.3
51 S	66.3	94.3	100	100					69.3
53 S	100	100		100					100
70 S	36.1	71	96.3	100					50.5
98 S	51.3	89.6	100	100	100				61.5
99 S	100	100	100						100
R S	32.9	67.2	70.4	100	100				43.7